

ABSTRACT

- Title:** Stack of outdoor games for cooperation development
- Goals:** The goal of this work is create stack of outdoor games for teambuilding events and tourist courses of universities for immediate use.
- Methods:** Based on the literature search and personal experience, the criteria for selecting games were determined and processed into a well-arranged stack. Individual games were created on the basis of the following criteria: selection of games focused primarily on team cooperation and development of group processes (communication, team management), environment (outdoor, nature), number of players (5-10), time consuming of the game itself (10-20 minutes).
- Results:** Creating a stack of ten different types of games aimed at developing teams useful for teambuilding events. The result is a presentation and specification of games and activities suitable for this type of events.
- Conclusion:** The contribution of this work is a stack of games usable especially for instructors and organizers of teambuilding and other events focused on team development.
- Key words:** game, cooperation, communication, firm, course, outdoor, experience, relationships